

FREE! STC TATTOOS FOR A COOL NEW YOU!

Sonic *the comic*

starring

SONIC
THE HEDGEHOG



CRACKED!

ROBOTNIK'S BIG CHANGE!



CONTROL

Zone



Your online guide to the sensational world of Sega and
Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers!

Don't be fooled! This issue's cover date may make you think you're in for a big wind up but you're not. No siree bob, STC is serious... serious about bringing you another totally nerve-shattering issue of the U.K.'s Top Video Game Comic!

For starters we've got our coolest free gift yet - tattoos to mark you out from the crowd as a Sega maniac and STC Boomer! They're temporary, they're safe and they tell the world you're not someone to be messed with!

Check out Doctor Robotnik's 'new look' opposite. Who's he kidding? Do you think he looks more 'impressive'? Let STC know.

Wonder Boy returns for a whole new series and a whole new world - 'Ghost World'. Imagine *Jurassic Park* meets *Ghostbusters* and you won't even be close to the problems Shion will be facing!

Storming newagents everywhere is STC's new **Eternal Champions Special**. It contains three new strips - including the origin of The Champs - plus profiles, a list of every game move for every character - and more! It's the ultimate for any true fan of Sega's trans-time superteam.

And finally, it has been announced that Sonic The Hedgehog will soon be appearing in a big budget, live action Hollywood movie. Major stars like Tom Cruise, Jack Nicholson and Dustin Hoffman are reportedly so keen to get the starring role that they have dyed themselves blue and stuck spikes on their heads! *April Fool!

Megadroid

That last paragraph should only be read before noon on April 1st, otherwise I'll look like a total fool. Now we can't have that, can we Boomers? Er, I said...

Total Coolness With STC's TTC*

*Titanic Tattoo Collection!

Mark yourself out from the crowd with the **Titanic Tattoo Collection**. These specially selected tattoos, hand-crafted by robots, are only available to readers of the U.K.'s top-selling video game comic - STC. Designed to let you show off that you're an STC Boomer, a Sega player and a major Sonic fan - all in one!

HOW TO USE YOUR STC TATTOOS:

1. Remove the covering sheet.
2. Select your tattoo and carefully cut it out.
3. Press tattoo face down onto your skin in the desired area of your body.
4. Thoroughly wet the backing sheet with a damp cloth, continually pressing the tattoo in place.
5. Lift a corner of the backing paper to see if the design has transferred to your skin. If not re-wet the backing paper and press down again.
6. Once the backing paper is removed - you're Titanic Tattooed!
7. Repeat steps 1 - 6 for each tattoo required.

HOW TO REMOVE:

Simply wash off with soap and warm water. If the tattoos are allowed to stay on the skin for several days, the use of cold cream or make-up remover will assist removal (warning: use of these last items in public will not help you achieve total coolness!).

PLEASE NOTES:

These tattoos are safe, non-toxic and easily removed. Real tattoos are not. They can permanently mark you and lead to all kinds of skin problems. For this reason if you like the look of tattoos, stick to removable ones only - they are fun and harmless. You know it makes sense.

The Sega Charts

All the chart action for all the Sega systems
in every issue of STC.



re-entry



new entry



new mover



MEGA DRIVE

- 1 — ALADDIN
- 2 — SENSIBLE SOCCER
- 3 ETERNAL CHAMPIONS
- 4 SONIC SPINBALL
- 5 MORTAL KOMBAT
- 6 STREETFIGHTER 2 CHAMP ED.
- 7 WINTER OLYMPICS
- 8 — JUNGLE STRIKE
- 9 TOE JAM & EARL 2
- 10 ZOMBIES

MEGA CD

- 1 — LETHAL ENFORCERS
- 2 SONIC CD
- 3 THUNDERHAWK
- 4 NIGHT TRAP
- 5 — SILPHEED
- 6 WONDER DOG
- 7 — ECCO THE DOLPHIN
- 8 — SEWER SHARK
- 9 FINAL FIGHT
- 10 BATMAN RETURNS

MASTER SYSTEM

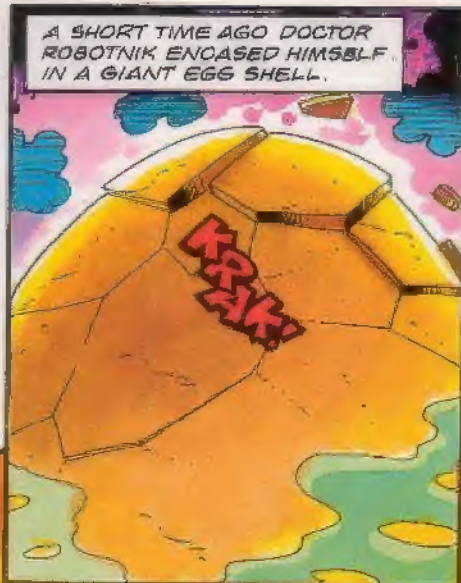
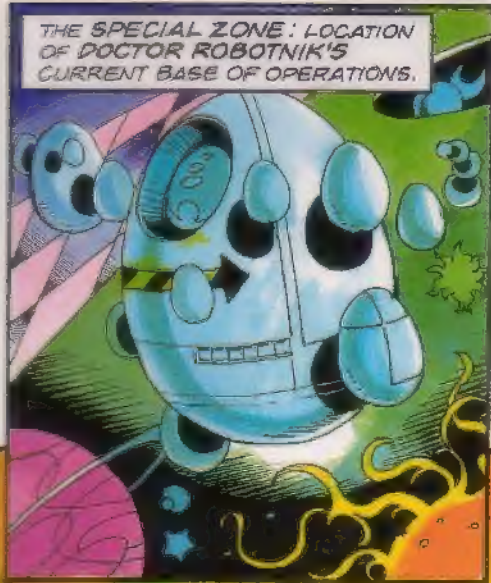
- 1 — SONIC CHAOS
- 2 JUNGLE BOOK
- 3 ALIEN 3
- 4 SPIDER-MAN
- 5 MORTAL KOMBAT
- 6 — DESERT STRIKE
- 7 PGA TOUR GOLF
- 8 CALIFORNIA GAMES
- 9 OLYMPIC GOLD
- 10 TECHO WORLD

GAME GEAR

- 1 SONIC CHAOS
- 2 DESERT STRIKE
- 3 OLYMPIC GOLD
- 4 F1
- 5 BATMAN RETURNS
- 6 JUNGLE BOOK
- 7 COOL SPOT
- 8 MORTAL KOMBAT
- 9 WINTER OLYMPICS
- 10 SHIKOBI 2

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THIS HAS BEEN A REWARDING DAY'S WORK! SONIC, JOHNNY LIGHTFOOT AND AMY ROSE ARE ALL MY PRISONERS!

DOCTOR ROBOTNIK IS GOING TO BE SO PLEASSED!



MY DEAR SWEET SONIC CAME TO RESCUE ME AND HE'S NEVER FAILED YET!

SUCH LOYALTY! HOW TOUCHING, BUT I'M AFRAID YOUR BOYFRIEND'S RESCUING DAYS ARE OVER!



LISTEN, GRIMER! SHE IS *NOT* MY GIRLFRIEND! I DON'T EVEN LIKE THE SILLY GIRL...



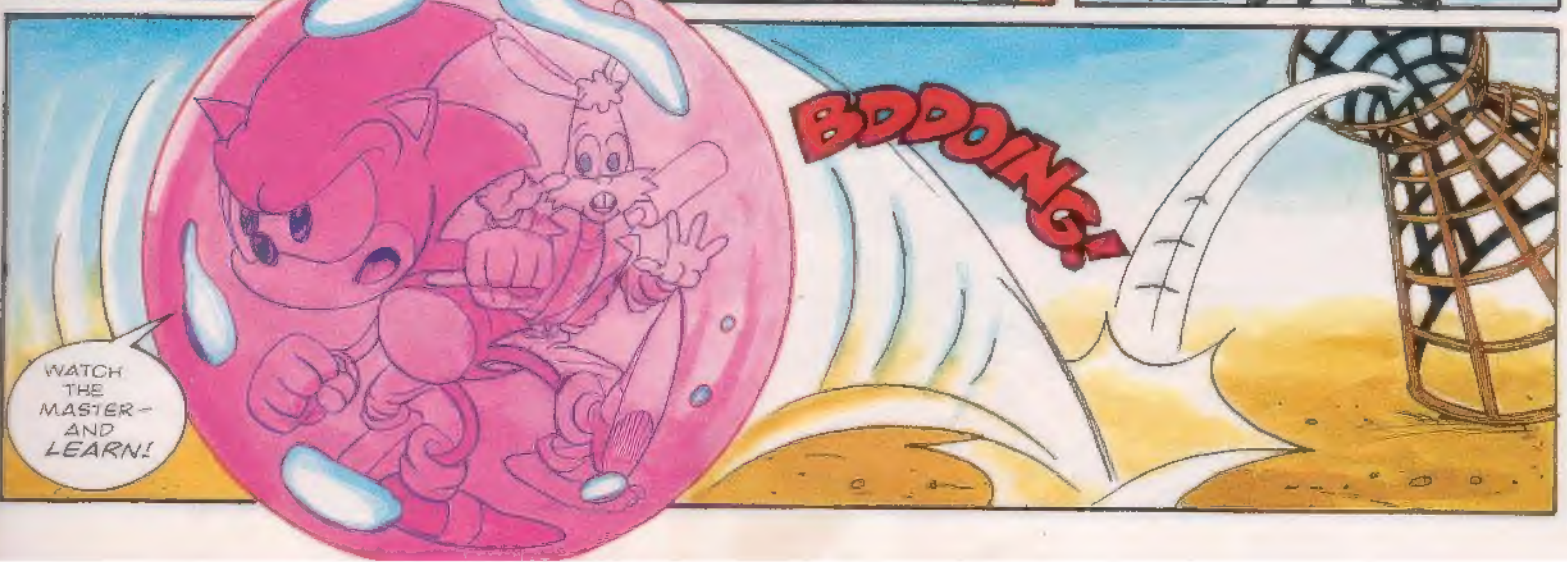
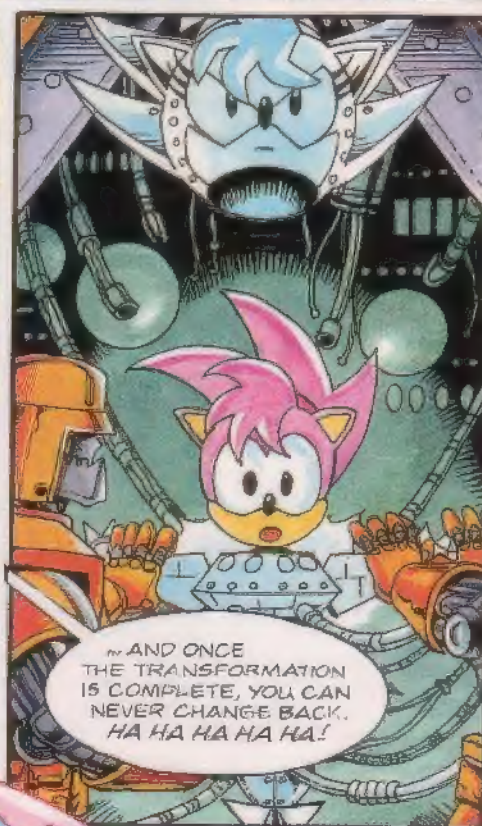
AND SINCE SHE MEANS NOTHING TO YOU I MIGHT AS WELL LET HER GO, I SUPPOSE?

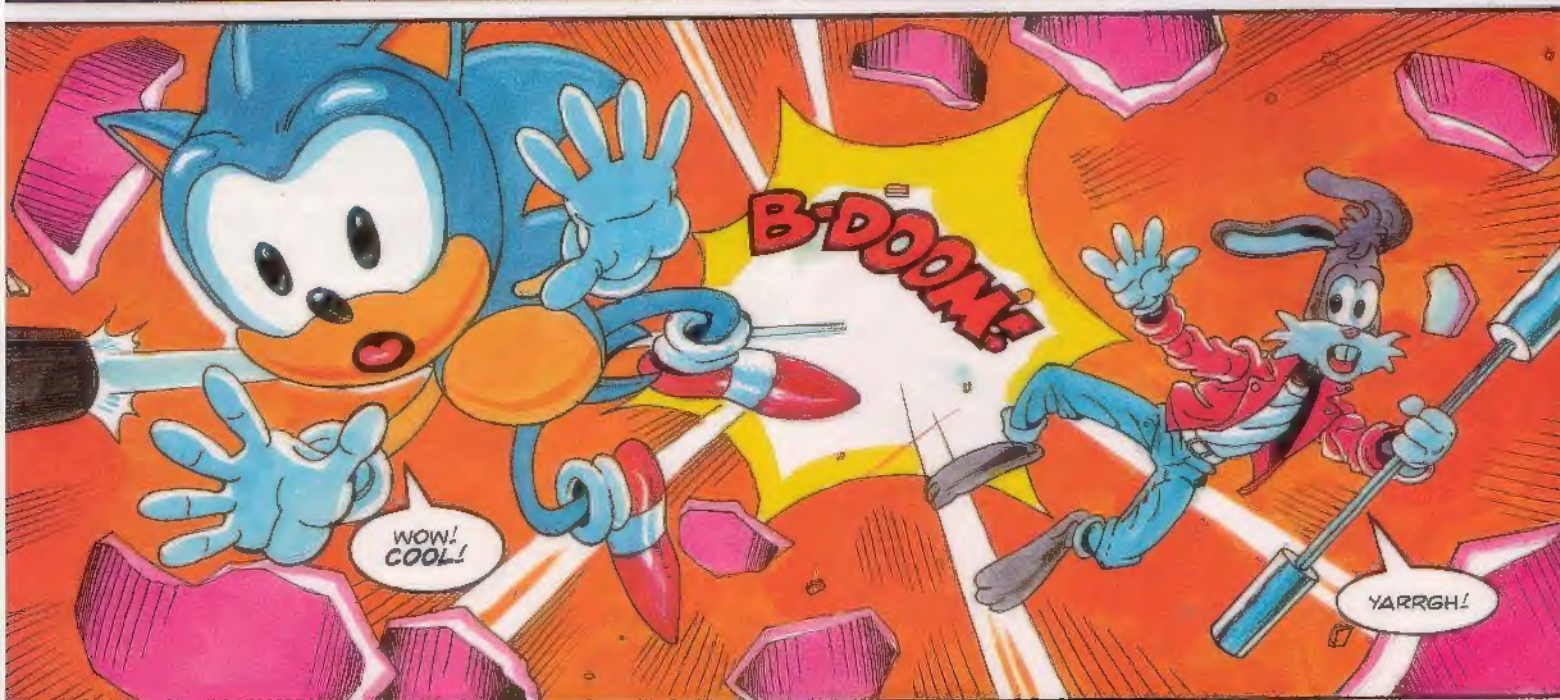
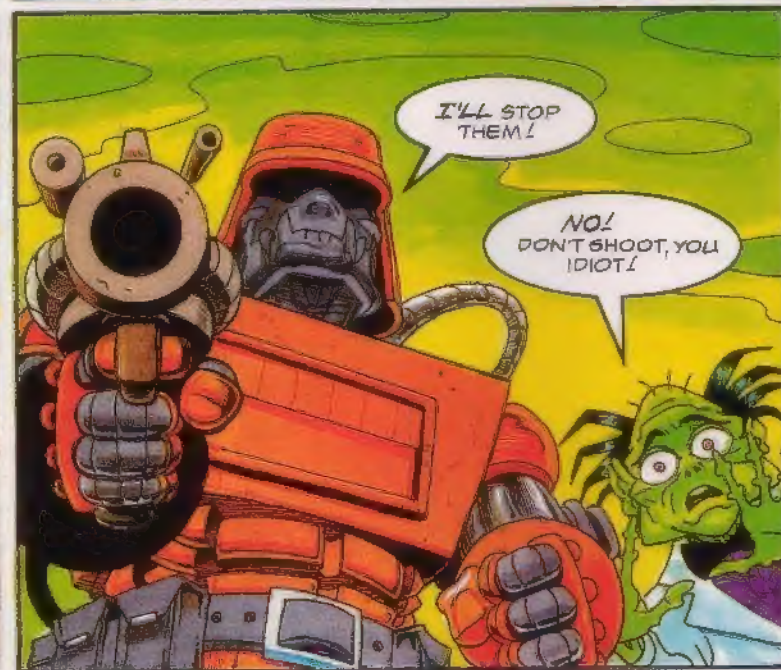
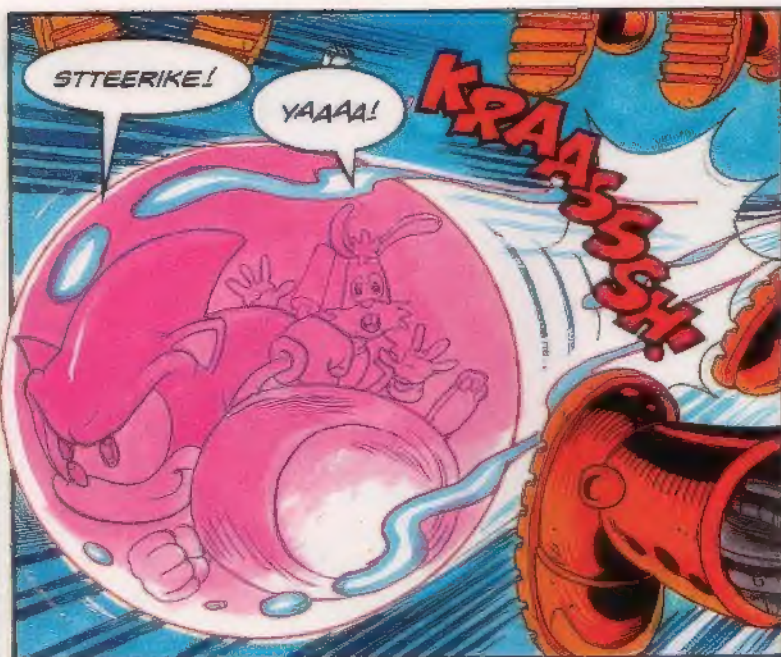
COME ON, YOU DON'T REALLY EXPECT ME TO FALL FOR THAT, DO YOU?

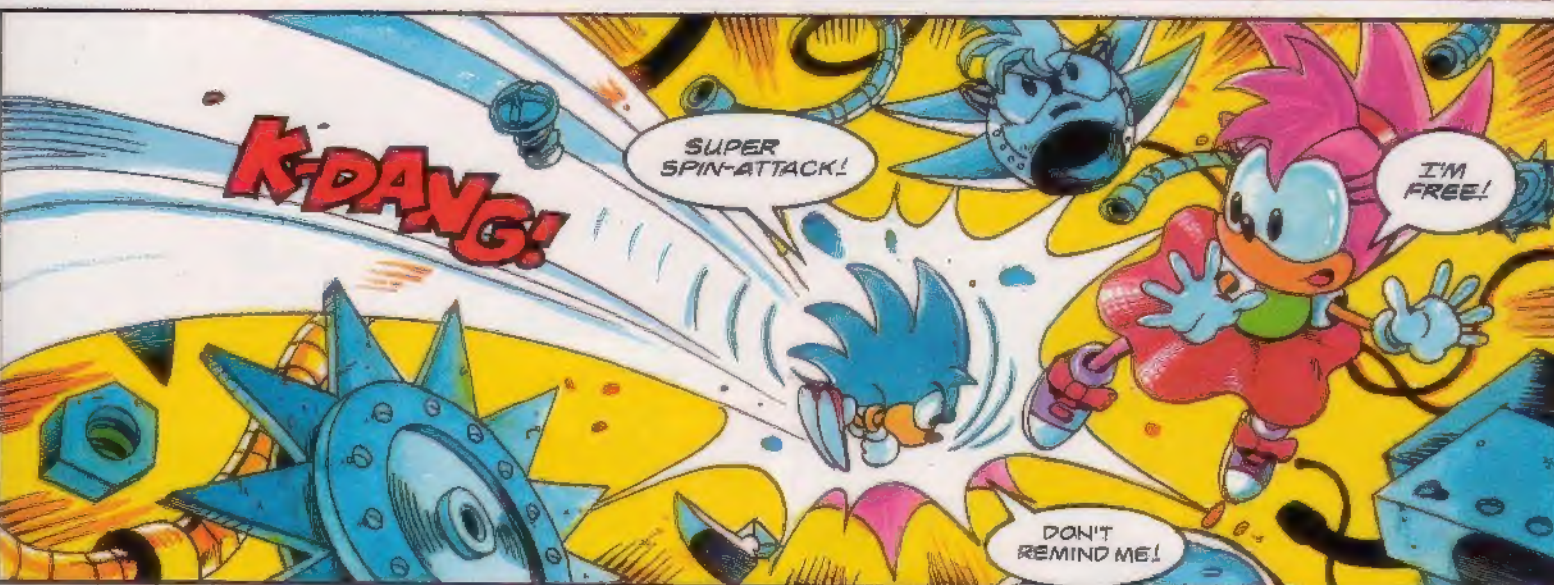
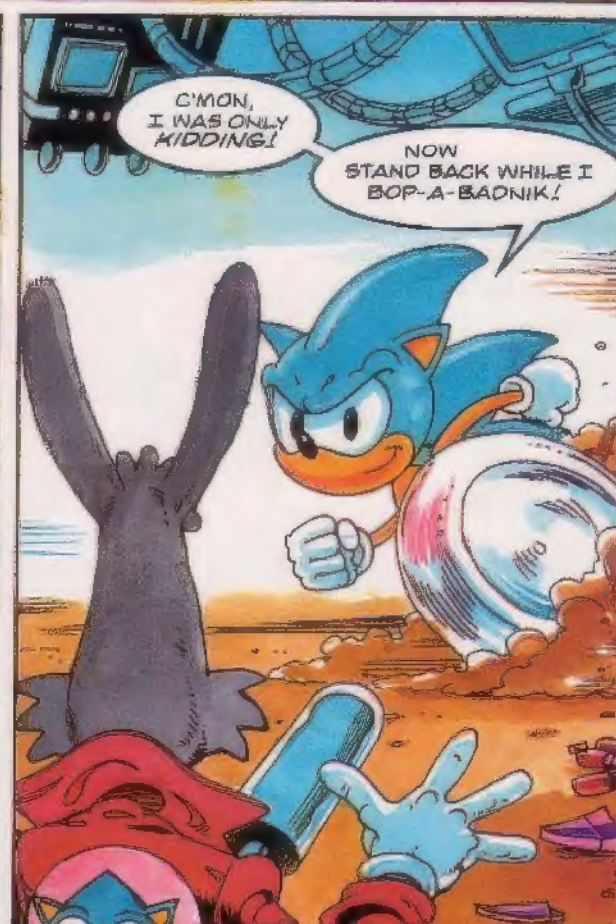
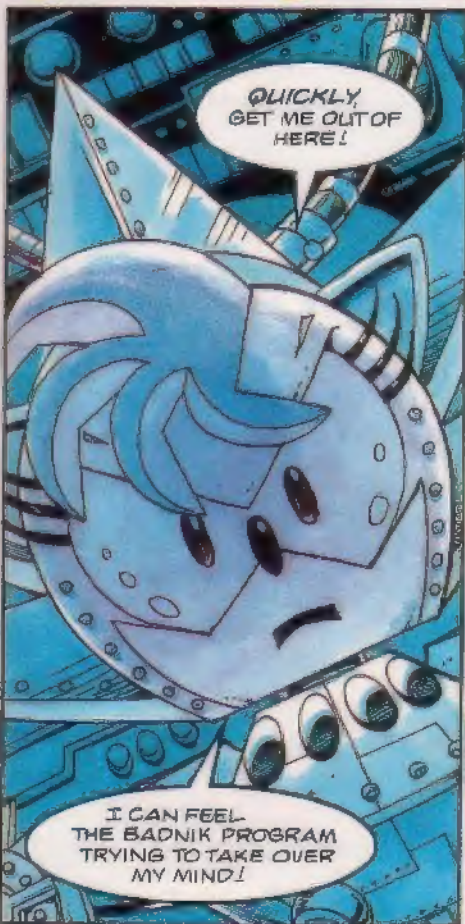


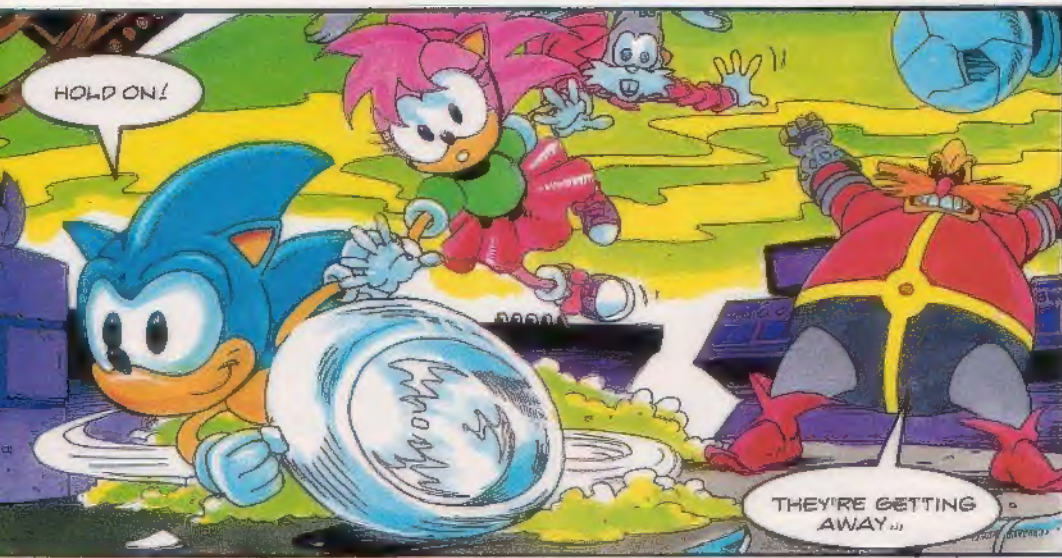
HOW CAN ANYBODY BELIEVE I'D GO OUT WITH SOMEBODY LIKE HER! SHE'S NOTHING BUT TROUBLE!

SONIC, MAYBE WE CAN CONTINUE THIS *AFTER* THE ESCAPE, HUH?

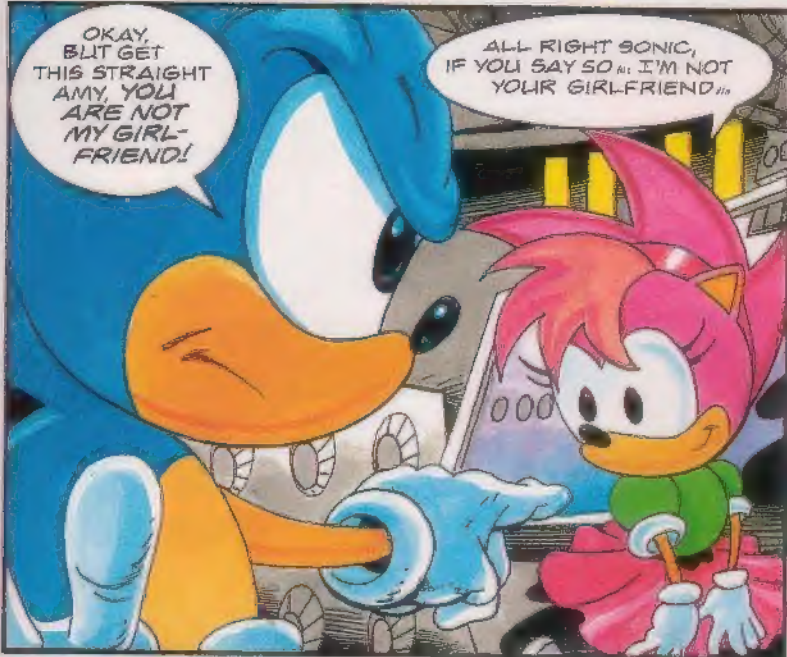








BACK AT SONIC'S UNDERGROUND BASE™



REVIEW Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems. STC Reviewers this issue: Jenny Fromer/Nick Protz & David Gibbon.

WINTER OLYMPICS

game type: **SPORTS SIMULATION**
1-4 PLAYERS



Welcome to the 1994 Winter Olympics in Lillehammer, made up of 10 events of alpine endurance and speed. Your mission (should you choose to accept), is to compete against top athletes from around the world. To begin, you can elect to enter all 10 events, or a select few, which range from downhill skiing to the bobsleigh.

This cart is so dated that to compare it to other sims one would have to go back five years to the likes of *California Games* and *Track and Field*. Back to the future, and there is very little improvement.

For a start, the downhill and slalom courses are way too similar and leave no room for error. Perspective and graphics are truly 8-bit. There is no feeling of speed and you come upon emerging screens sight unseen which makes it all but impossible to line up for approaching obstacles. The bobsleigh and luge run on exactly the same course, which makes for exactly the same race. While the biathlon and moguls are not for gamers with arthritic finger joints.

The main problem is the method of control - it differs from one event to the next - which includes much button tapping and wagging of the joystick. Using a souped-up joystick with turbo buttons might make this game slightly easier. Either way though, it's not exciting enough to hold the attention of most players for long.

That said, there is a modicum of fun to be had from the ski jump (the control functions are better placed), and the 1-4 player option which lets you ignore the computer and take on your friends. The graphics are at their best during the opening and closing ceremonies, but odds are you'll opt to scan quickly through these.

It's a shame *Winter Olympics* isn't a better game. It's a timely release points to the untapped potential. In the end only hardcore sports fans will get anything much from the experience.

JF/NP



Mega Drive



Master System



Mega CD



Game Gear

STC Rating System

under 40% - Yawesville
40 - 70% - Normalville
70 - 80% - Fun City
80 - 90% - Big Time City
over 90% - Mega City!

FAST FAX

PUBLISHER PRICE
US GOLD £44.99

GRAPHICS

70

SOUND

70

PLAYABILITY

65

RAVES

Some fun to be had from the more-than-one player mode.

GRAVES

Difficult, repetitive and uninvolved.

OVERALL

68%

DINO BASHER

game type: **PLATFORM**
1-2 PLAYERS



If you've ever fancied living in the Stone Age and hitting Dinosaurs over the head all day, then you just might enjoy this new release from Codemasters.

In *Dino Basher*, you take the part of the infamous Bignose the Caveman, and the idea is to get through four islands, collecting bones and rocks, to help Bignose catch his dinner (a bit like going to your local supermarket really!).

The game is a basic platform romp where you start with three lives and a club. From here, you must complete each level on the island within a set time limit or lose a life. There are a number of rocks lying around the place which, when hit, will reveal a surprise. This can be anything from extra bones to something deadly. The bones come in very handy as these can be traded in at a shop. Three lanes will appear after 2-3 levels on each island, each one leading to a different shop. Entering one will allow you to buy such things as a more powerful club or an extra life to various magic spells.

After completing each level you'll have travelled through a mile of the island. Most islands consist of 4-6 miles (or levels). A boss or two will need to be confronted on each island, but these are very easy to defeat. Just keep throwing rocks and jump over their



FAST FAX

PUBLISHER PRICE

GRAPHICS
72

SOUND
74

PLAYABILITY
78

RAVES & GRAVES

What's good: Will entertain
What's bad: Somewhat

76%

artillery to win. However, if you touch anything nasty before meeting the boss you'll lose all your health and all your money. And since your club, this makes the boss very hard!

Dino Basher is a very nice, all-around average, platform game. Once you get hooked on the game, you'll stay hooked until you complete it. - DG

JUNGLE BOOK

game type: PLATFORM
1 PLAYER



and a young chap called Mowgli. In the game of the movie you take the part of this athletic man

each time you are hit by a nasty (of which there are several)

Both the graphics and music in *Jungle Book* are above

standard; tunes include the great 'Baro Meeasallies', which

to



FAST FAX

PUBLISHER PRICE

GRAPHICS

86

SOUND

83

PLAYABILITY

84

What's good: platform, catwheg gra
What's bad: Unorthodox

85%

ETERNAL CHAMPIONS

PART 4



THE CYBER-DOME, 2345. SIX ETERNAL CHAMPIONS, MISTAKEN FOR FIRST-TIME CYBERFIGHTERS, MUST BATTLE EACH OTHER AS THEY SEEK THEIR ESCAPE

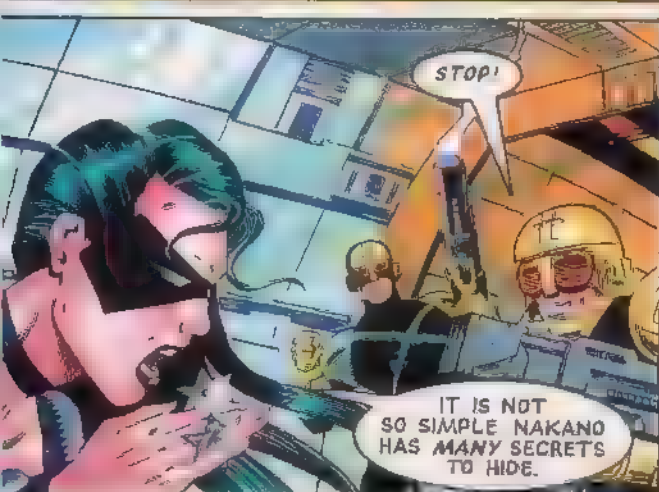
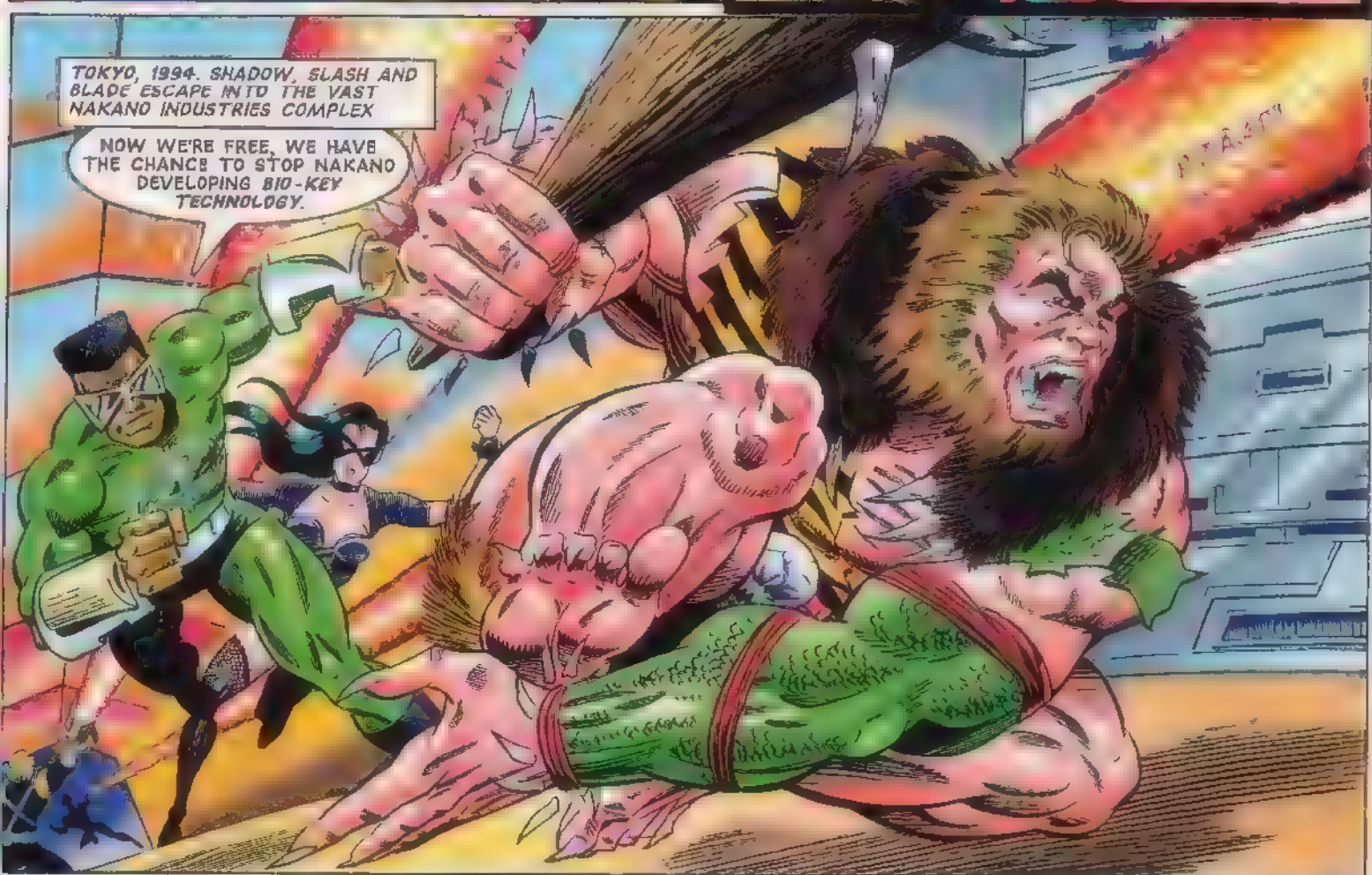
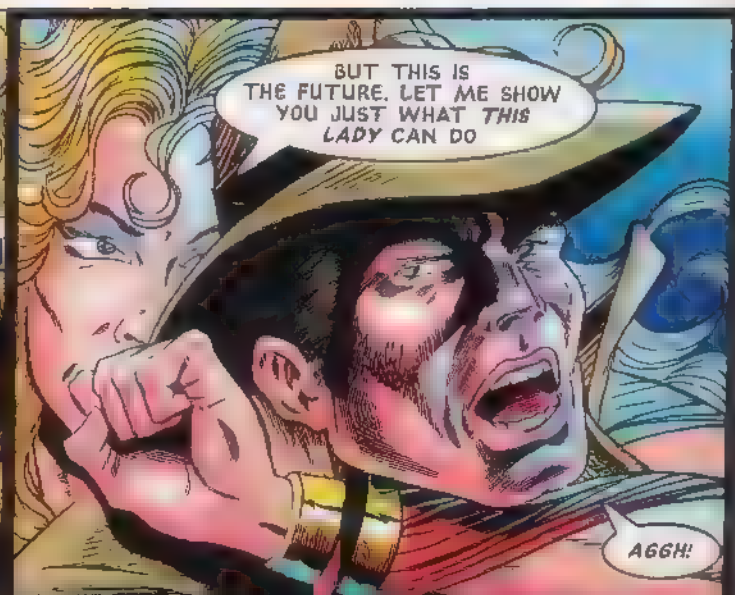
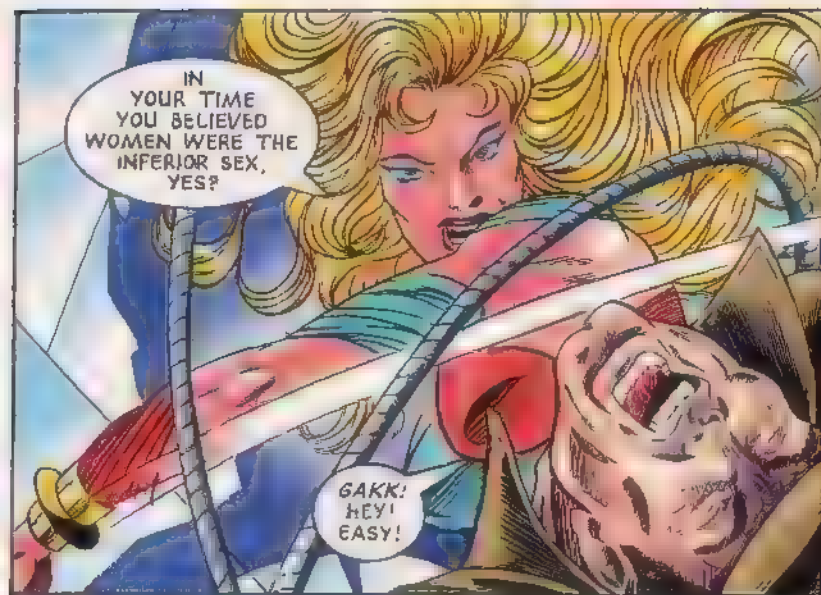
AIR-SWEEP!



I UNDERSTAND, LARGEN

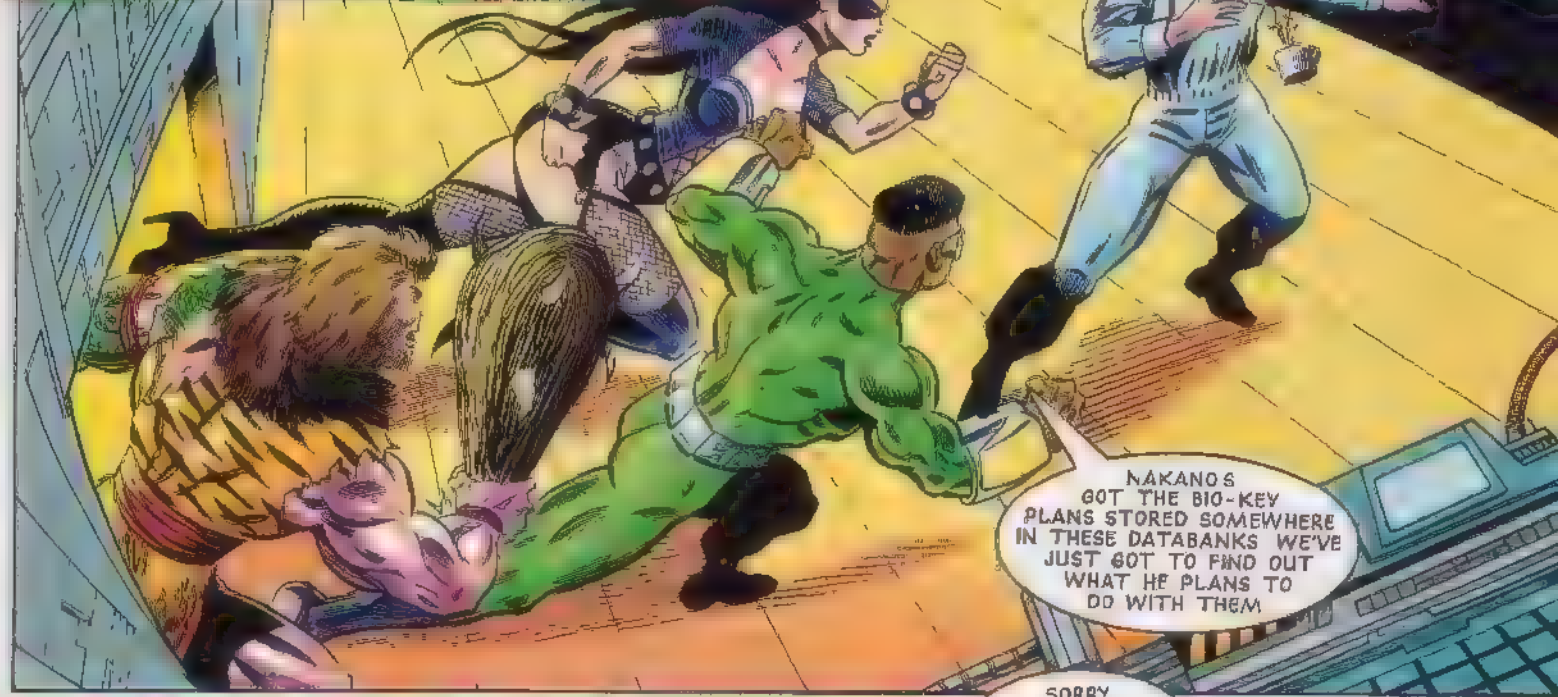
WHA...?

OK, TOOTS. HOLD STILL WHILE I FINISH THE JOB





LOOKS LIKE
YOU'RE RIGHT, SHADOW
WE'VE REACHED 'SECRETS
CENTRAL'

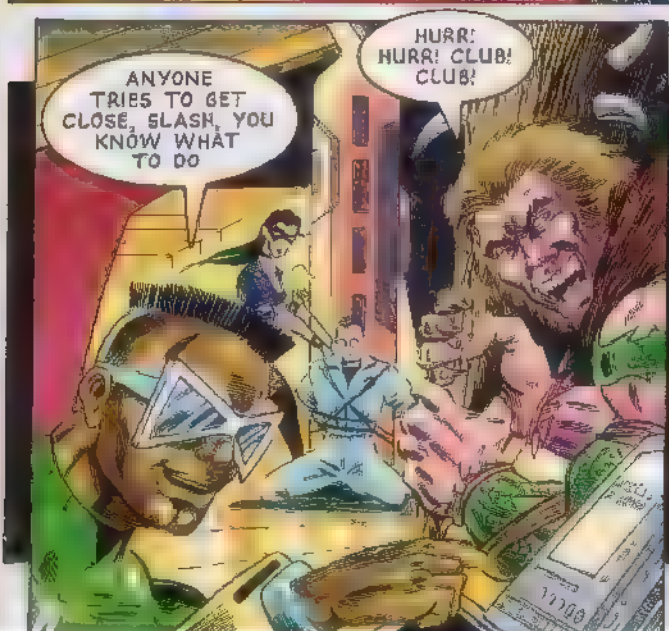


NAKANOS
GOT THE BIO-KEY
PLANS STORED SOMEWHERE
IN THESE DATABANKS WE'VE
JUST GOT TO FIND OUT
WHAT HE PLANS TO
DO WITH THEM



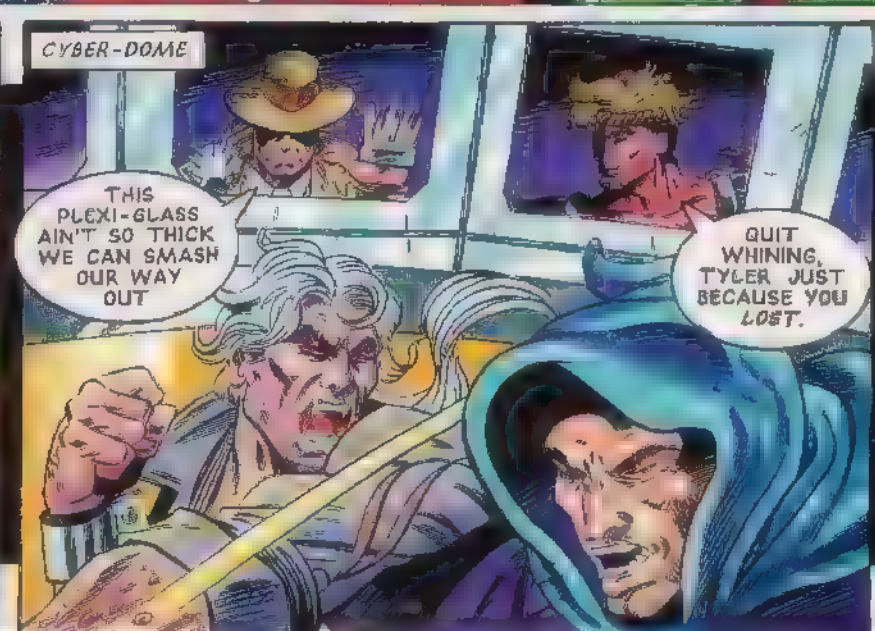
NO! THE
ALARMS WILL
SUMMON THE
GUARDS

SORRY
GUYS. GOT
TO GET THAT
INFORMATION.



ANYONE
TRIES TO GET
CLOSE, SLASH, YOU
KNOW WHAT
TO DO

HURR!
HURR! CLUB!
CLUB!



CYBER-DOME

THIS
PLEXI-GLASS
AIN'T SO THICK
WE CAN SMASH
OUR WAY
OUT

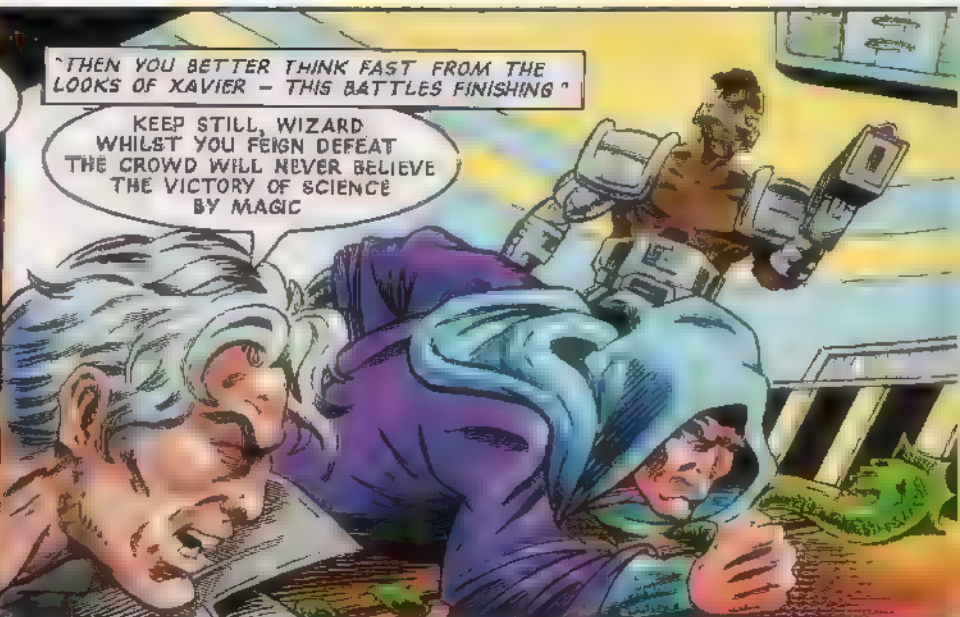
QUIT
WHINING,
TYLER JUST
BECAUSE YOU
LOST.



OK,
OK SO I'M
WORRIED THIS
IS A TOURNAMENT
TO THE DEATH
RIGHT? I DIED *ONCE*
ALREADY AND I
DIDN'T LIKE
IT.

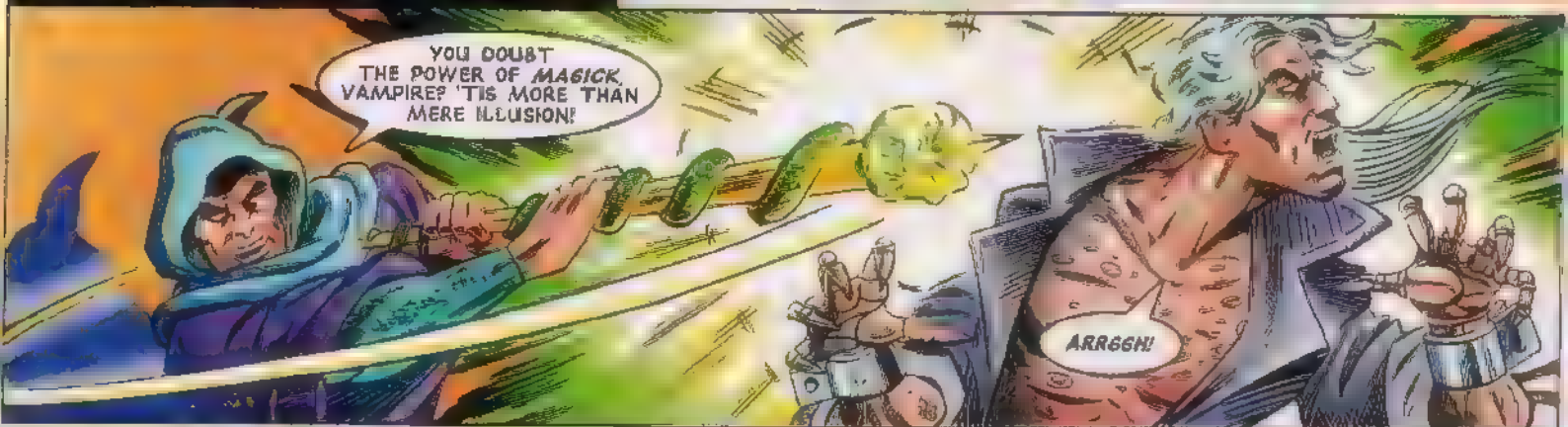


COOL IT
THEY DON'T EXECUTE
THE LOSERS UNTIL AFTER
THE FINAL BOUT I'LL FIGURE
A PLAN OUT BEFORE
THEN.



"THEN YOU BETTER THINK FAST FROM THE
LOOKS OF XAVIER - THIS BATTLE FINISHING"

KEEP STILL, WIZARD
WHILEST YOU FEIGN DEFEAT
THE CROWD WILL NEVER BELIEVE
THE VICTORY OF SCIENCE
BY MAGIC



YOU DOUBT
THE POWER OF *MAGICK*,
VAMPIRE? 'TIS MORE THAN
MERE ILLUSION!

ARRGGH!



OK,
TRIDENT.
KEEP IT
GENTLE I
GOT ME A
PLAN.

A SON
OF ATLANTIS
WILL ALWAYS
FIND IT HARD
TO PULL PUNCHES IN
BATTLE, BUT FOR
THE GOOD OF THE
CHAMPIONS I
WILL AGREE



HEY! LOOK!
RAX COSWELL'S BACK
WITH THE ROOKIES. BET
HE CAN'T KEEP UP
WITH THE GREEN
GUY!

HEY!
WHO
CAN'T!



CYBER-PUNCH!

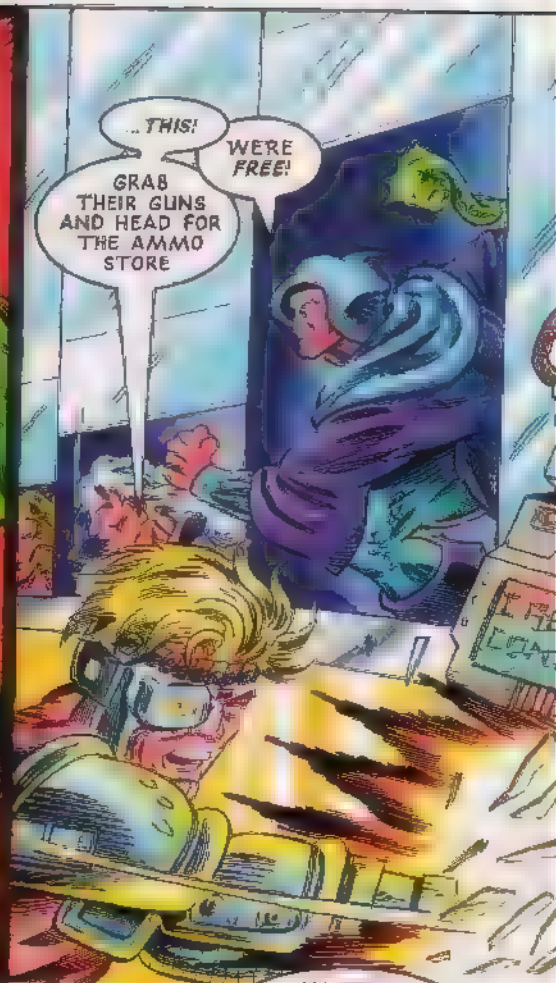
WHA!



BAH!
I SHOULD
EXPECT SUCH
TREACHERY FROM
A LAND-
DWELLER

HOLD IT,
FISH-FACE JUST
DISTRACTING THE
GUARDS UNTIL I
CAN GET TO

TRIDENT
STILL OWES
YOU FOR YOUR
TRICKERY



...THIS!
GRAB
THEIR GUNS
AND HEAD FOR
THE AMMO
STORE

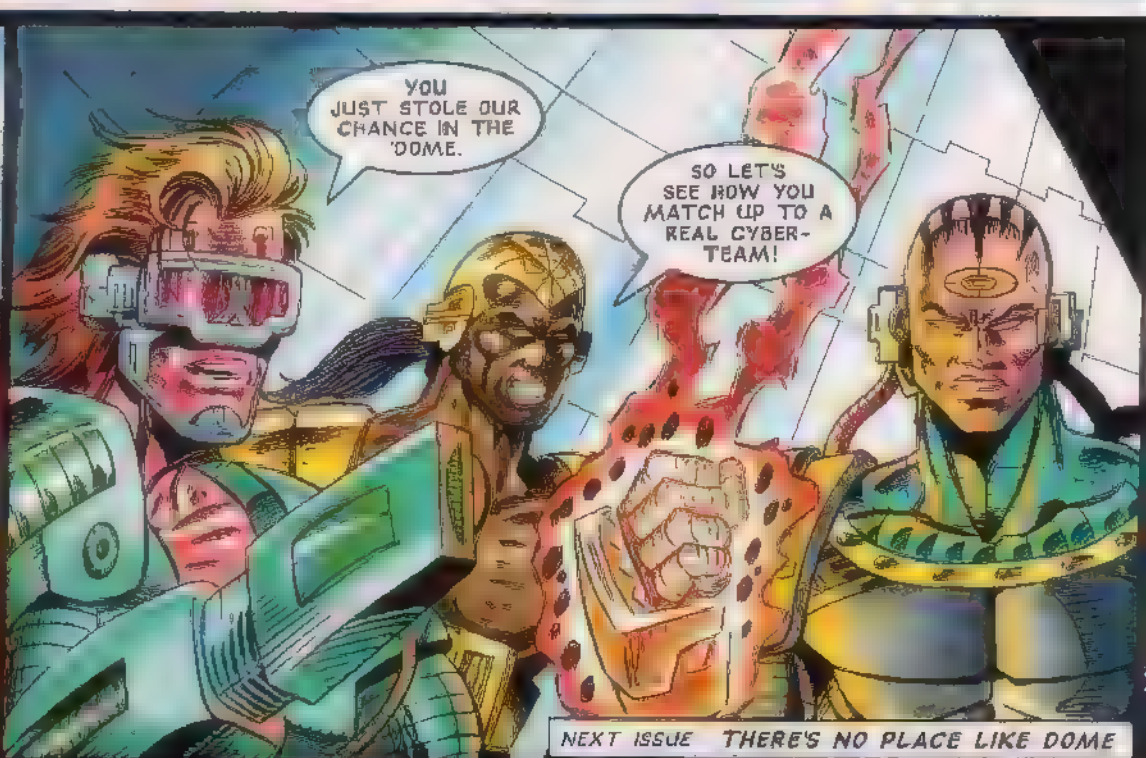
WERE
FREE!

NO TIME
FOR THAT WE
GOTTA GET THAT
AMMUNITION AND
FREE SHADOW



GUARDS
AREN'T THE
ONLY PEOPLE YOU'VE
GOT TO BEAT,
IMPOSTERS

WHO ?



YOU
JUST STOLE OUR
CHANCE IN THE
'DOME.

SO LET'S
SEE HOW YOU
MATCH UP TO A
REAL CYBER-
TEAM!

NEXT ISSUE THERE'S NO PLACE LIKE DOME

NEWS Zone

JOYSTICK TO BECOME
MAJOR PLAYER

ALL THE HITS AND MORE!

Stack 'em high in the Mega Drive Jukebox

Latest wonder widge to drop over on the style-
conscious Sega - after a bit of a push - is the
Video Jukebox.

The VJ-8 (Video Jukebox) is a very special device
that is designed to be a Sega Mega Drive add-on.
It's a simple connect to your Mega Drive and
you'll find it a game changer at the press of a
button. No more getting out of your chair and
wasting time with those pesky bits - you can
have a game on tap whenever you need
them.

For the dedicated gamer, several VJ-8
units can be chained together offering
prospects of 128 or more game titles being
available at once.

Although currently being used in shops and
homes primarily for demonstration purposes, the
Video Jukebox will be on sale to the general
public in the very near future. The Sega Game
Company is currently taking orders for the VJ-8 in its
entirety. They hope to have the VJ-8
on sale by June
of the 1988. The
price is set at
£135, yet to be confirmed but
is expected to be in the £150-175 range.
Get ready to
stack those
coins.

'Wonder' joystick brings in new styles of gaming

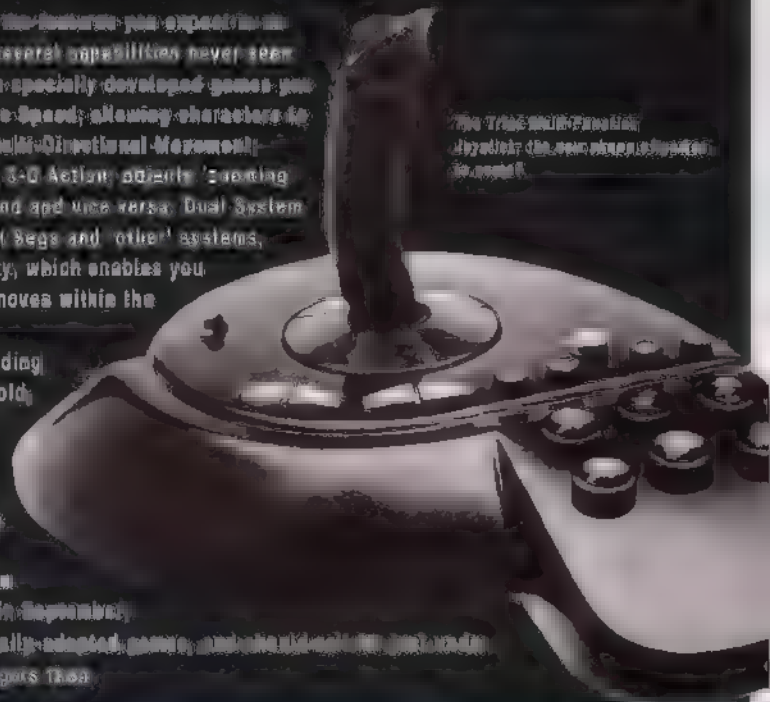
Most joystick - although boasting special features - don't really alter the way a game is played.
However, get ready for a gaming revolution when the Triax Multi-Function Joystick hits the
market later this year.

The new joystick, with all the features you expect in an
advanced controller, offers several capabilities never seen
before in such a device. With specially developed games you
get features such as: Variable Speed, allowing characters to
move slow, normal or fast; Multi-Directional Movement,
enables moving at any angle; 3-D Action, objects 'popping'
from background to foreground and vice versa; Dual System
Capability, compatibility with Sega and other systems;
and Patented Programmability, which enables you
to store special or multiple moves within the
controller.

Top software houses including
Electronic Arts, Virgin, US Gold,
Ocean, Tengen and Sunsoft
are already working on
games that will support the
Multi-Function Joystick's
revolutionary new options.

The Triax Multi-Function
Joystick will hit UK shores in September,
along with some of the specially adapted games, and should cost
£45.00. More details as 510 gets there.

The Triax Multi-Function
Joystick offers new capabilities
to gamers.



to Video
Jukebox and your
game on

WE THREE VIKINGS

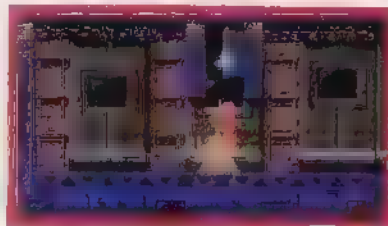
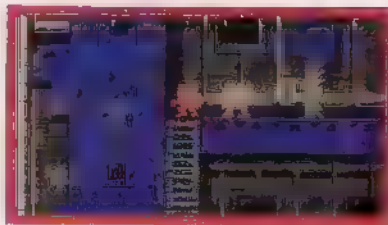
The Lost Vikings turn up on the Mega Drive

The **Lost Vikings**, Olaf The Stout, Erik The Swift and Baleog The Brave, have been kidnapped by an alien zoo-keeper called Tomator. In their attempt to escape, the trio end up on a dangerous journey through 41 levels spread across five time zones.

To complete a platform and peri-packed level, Olaf, Erik and Baleog have to make the most of their special abilities whilst working together. For example Erik is not only fleet of foot, he's the only character who can jump and Olaf's multi-functional shield makes a handy platform (and a parachute for that matter). Baleog has a sword and a bow with arrows which he can use to shoot and activate switches from a distance.

Interplay's computer versions of the **Lost Vikings** picked up a strong on-line following when they appeared last year, and Virgin's improved Mega Drive conversion (with a better control system and more levels) is likely to do the same when it is released in April.

Incidentally, work on a sequel is coming to a close but don't expect to see anything on the Mega Drive until 1996.



NOT THE NORMY

Normy from Electronic Arts is a side scrolling comic book platform game available on the Sega Mega Drive.

Star of the show Normy works part-time for a law firm named Push, Down & Turn, and he has the unenviable job of delivering summons to a series of strange characters and due to different eras starting from prehistoric times. Each level of the game contains a variety of wacky characters such as cat-dwelling punks who spend their time spray-painting. Normy is able to gain extra lives by collecting such items as Dr B and Cream Soda and bandages. However, Normy runs out of lives he is given his marching orders by his employer.

Normy, which was released in March, is from the same producer as *Toe Jam & Earl* and costs £44.99.



NEW

SHORT BURSTS

RACE FOR THE MEGA-CD

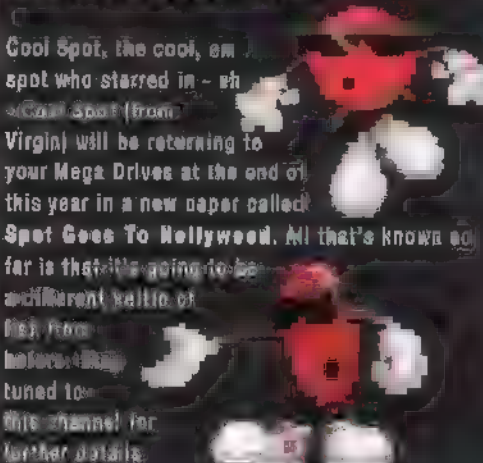
Cooler games are at last beginning to appear for the Mega-CD. The latest is **Mindscape's Mega Race**. It's a racing simulation, set in the future and developed by French team Cryo. The scenery and vehicles have been designed on high-powered graphics computers and successfully cut-down and converted to the Mega-CD format. The results are undeniably pretty, unlike any other Mega Drive or Mega-CD racing title to date, but we won't find out until May how it plays.

MORE SPORT FROM SENSIBLE

Sensible Golf - the follow-up of sorts to **Sensible Soccer** - has been signed up by Virgin Interactive Entertainment. Sensible Software are already working on the Amiga computer first, but given the success of **Sensible Soccer** for the Mega Drive, the team are keen to convert it to our favourite console (but don't expect it until at least the beginning of 1995). Fingers crossed.

SPOT THE COOL STAR

Cool Spot, the cool, em... spot who starred in... who... Spot (from... Virgin) will be returning to your Mega Drives at the end of this year in a new paper called **Spot Goes To Hollywood**. All that's known so far is that it's going to be a different battle of... from... before... Spot... tuned to... this channel for... further details.



off of right
to Marshall Fred Fairbairn
2 and 3 Fairbairn

Right: Just how you wish to be. She's in: Steven and Matt Green - just your average, everyday people with the passion of a child.

[illegible]

8 - FT SHALT IN THE NEO
ZEED BUILDINGS, TOKYO

A NINJA MASTER JOE MUSASHI
HAS COME HERE LOOKING FOR
THE KIDNAPPED NAOKO AND
FOUND ONLY DANGER

Shinobi

ART OF WAR

THEY
MUST HAVE
ORDERS TO
TAKE ME ALIVE
OR THEY'D HAVE
CUT THE
CABLE ABOVE
ME

THERE
S ONLY ONE
STRATEGY THAT
WILL GET ME
OUT OF
THIS...

SNK
SNK





MOUNT HOTAKA,
FIVE YEARS EARLIER

MY SENSEI WAS NOT
SAMURAI, BUT A PERSANT,
A FARMER. HE WAS NOT BORN TO
BUSHIDO, THE WARRIOR'S WAY, AND
WAS NOT HAMPERED BY ITS
CONSTRICTIONS

"HIS FAVORITE TECHNIQUE
WAS SOMETHING HE CALLED
'THE CHICKEN STEP' "

"MY SENSEI REASONED THAT
IT DID NOT MATTER WHAT AN
ENEMY MIGHT THINK OF YOU

YOU, PERSANT. WHY
DO YOU CARRY A SWORD AGAINST
THE LAWS OF THE SON OF
HEAVEN?

RUN
WILL YOU,
JOS?

"SO HE WOULD CONTRIVE
TO RUN AWAY."

"AND THEN STOP SUDDENLY
SO THAT THE ATTACKER WOULD
BE TOO CLOSE TO DEFEND HIMSELF."

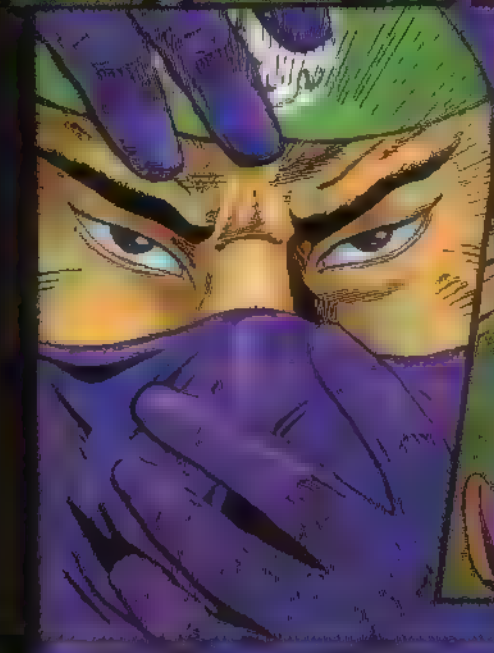
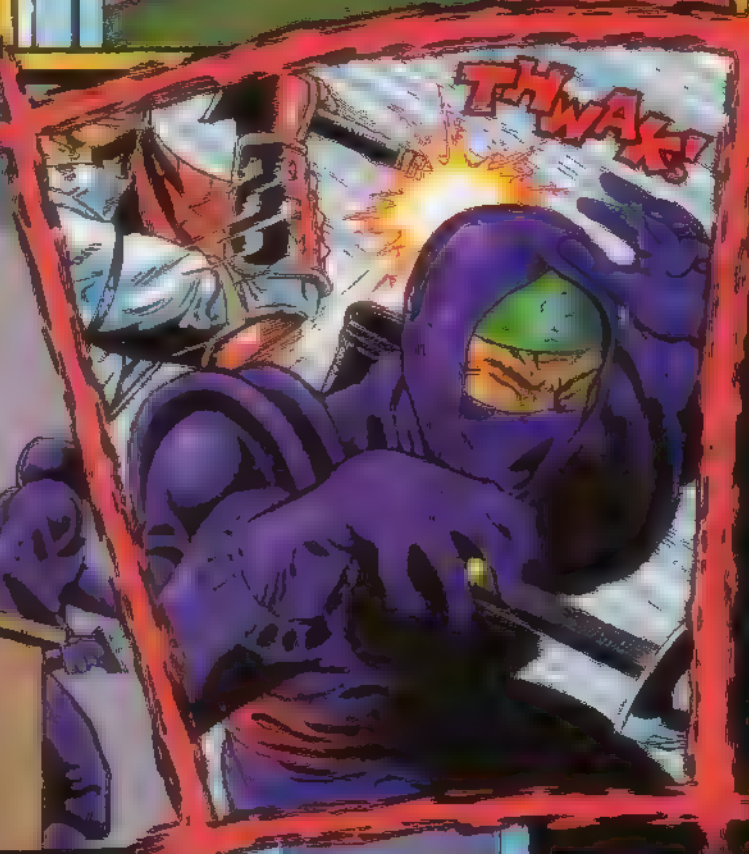
"ALL THAT WAS IMPORTANT
WAS THE WINNING."

STOP I
COMMAND YOU.

AND I
OBEY

ARRK!

FROM HAWAII





WE THOUGHT
YOU'D GOT LOST AGAIN,
KENJE!



TRY
TO KEEP UP
THIS TIME



KENJE GO
THAT WAY AND TRY
NOT TO TRIP OVER YOUR
OWN FEET!



MUSASHI WONDER'S WHY HE
HAD TO PICK THE WORST NINJA
IN JAPAN TO IMPERSONATE



KLANG!



KLANG!

THEN HE WONDER'S
WHETHER HIS
IMPERSONATION WAS
AS SUCCESSFUL AS
HE HAD BELIEVED

NEXT ISSUE LIKE A RAT IN A TRAP!

Q Zone

Send names

SONIC Q&A Special

Q. I am having great difficulty with Sonic 2. Please can you offer me some cheats for the game?

Philip Faulks, Loughborough, Leics. Louisa Briony, Summertield, Nr Boston, Leics. Robert Gedson, Plymouth, Devon (to name but a few).

A. There's been sacksful of mail coming in from Boomers requesting the Sonic 2 cheats again so, stand by. Here's the complete list of cheats on all Sega formats for you lucky people.



• Collecting all the Chaos Emeralds sounds as hard as you may think. In fact, it's relatively simple when you know this cheat: **CHANGING**

rings then proceed to the bonus level. Pick up the emerald and reset your Mega Drive. Now, go to the options screen and press Start. You'll enter the game as normal, but you'll also have the emerald you collected still in tact. Just repeat this procedure seven times and you'll have all seven emeralds.

• To get a level select, go to the options screen and select the sound test. Play sounds 13, 15, 19 and 17. Now reset the machine and hold down A whilst pressing Start on the title screen. Bingo! Now you can go off to any level you want.

• Want to turn Sonic into the yellow Super-Sonic who moves over faster than the blue version? Thought you might. First, do the above level select cheat, then play these tunes on the level select screen: 04, 05, 03 and 06. Select your starting level and proceed to collect all rings. Press buttons A and C together to transform him into Super-Sonic.

• How about starting the game with 14 continues? Just go to the options screen and play the following tunes: 10, 05, 04, 27, 04, 04, 04 and 04. Next, highlight Player Select and press Start. You'll now begin on level one with 14 continues.

• You can change various things around the screen by first entering the level select cheat. Next, enter the the following codes using the Sound Test option on the Level Select screen: 01, 05, 05, 02, 01, 01, 02 and 04. The more observant among you will realise that this spells out the date for 'Sonic 2day' (1992/12/04), that memorable day Sonic 2 was unleashed on the world.

• Select the stage that you want to start from and hold down A and Start. You may notice the score is scrambled, but don't worry as this won't effect the game. Pressing B will change Sonic into part of the scenery. The A button enables you to go through the objects as you may place anything from a spike to a ring on screen, whilst selecting B will place the chosen object into the game. If you want to return to the game just press B. Phew!

Q. After spending several hours on Sonic 2 for the Mega Drive getting right up to the Death Egg Zone with loads of lives and continues, I keep getting killed off by the giant Robotnik. Is there a way of stopping this?

James Harding, Home Bay, Kent. Sarah Graham, Gillingham, Kent. Susan, James, Jennings, St. Barts, Northern Ireland.

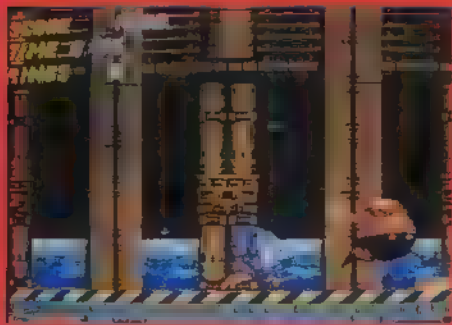
A. This is the second most popular question BFC Boomers bombard us with. It seems a lot of you have trouble with this final boss, but fear not as here comes the easy solution to end Robotnik's reign.

For most the extra essential to this level as there are no rings, so end hit and you're history. When Robotnik flies into the air, run to the extreme left of the screen. Wait until he looks onto you with his yellow target, and then move to the extreme right of the screen. When he lands and bends his knees, immediately jump up and hit him once.

then run quickly to the extreme right. When he tries his arms at you, crouch down to prevent them hurting you. Keep repeating this and he'll eventually be destroyed.

Q. I am stuck on the Metropolis Zone on the Mega Drive version of Sonic 2. I keep getting killed by Doctor Robotnik. Do you





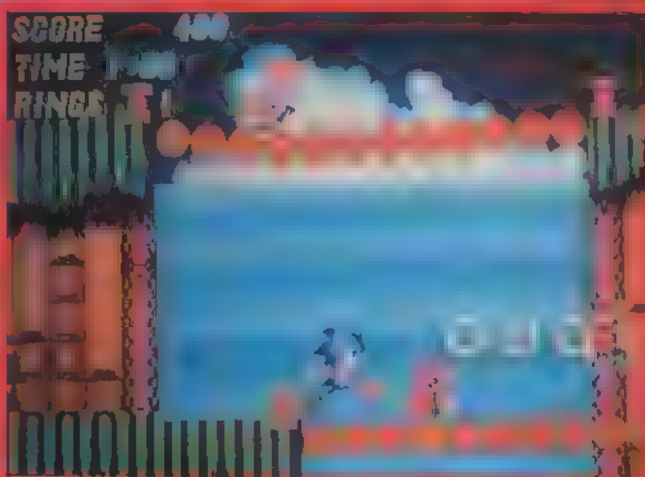
have any tips to offer me?

Luke Foxley, Cornwall

Rachael Anderson, Bolton, Manchester

A. The Metropolis Zone is one of the most difficult to get through. Doctor Robotnik strikes again, and here goes an explanation on how to get rid of him:

When you see Robotnik you will notice there are spinning bubbles surrounding him. Try to time your attack so you strike him when there are no bubbles to block your way. Then concentrate on attacking the craft above. Don't worry about the mirror images of the craft because they explode on one impact. After several hits you will have destroyed Robotnik - that is, until the next level!



Unfortunately, there are fewer cheats for Game Gear owners compared to those with Mega Drives. However, I do have a level select for you.

When a screen appears featuring both Sonic and Tails running, press Down and Left. Now hold buttons 1, 2 and Start until the title screen appears and you hear a ringing sound. Release everything and press Start to bring up the level select option. Easy really!

I'm afraid there's just one level select available for Master System owners too. However, it will help you to discover all those levels

hidden away. To activate, first make sure your machine is turned off. Plug your control pad into port 2 and press Up, Left Diagonal and buttons 1 and 2 simultaneously. Turn the console on and, keeping all of the also mentioned pressed on your joystick, wait until Sonic runs completely across the screen. Let go and plug the controller into port 1, press button 2 twice and the level select screen will appear.

I own a Master System and am having trouble with the Sonic 2 game. When I get to Sky High Zone I can't control the hang-glider! Please tell me how it's done.

Rebecca Evans, Queens Drive, Bedford. Chris Tate, Falmouth, Devon

A. Another popular question from STC readers. Here goes with an explanation:

The hang-glider is quite tricky to master, but once learned it's as easy as standing up. Before getting onto the hang-glider take a run-up to it first as this gives you more life once you're in the air. Keep pressing left on the D-pad and release as this makes the glider go up, as well as slowing it

down. It doesn't matter the wind will also give you a push. Holding it easier to reach the next platform safely. The key to safe hang-gliding is the initial run-up. The faster the pace you're travelling, when take-off, the further you'll go in the air. Also, by not overpressing the D-pad too frequently when you're falling, this slows you down. Hope that helps!

I own Sonic 1 on the Master System/Game Gear and need help in getting some of the Chaos Emeralds. How do you get the one in the Jungle Zone, Scrap Brain Zone and the Sky Base Zone?

Richard Johnson, Warwick, Warwickshire

Jason Raybone, Lanesfield, Wolverhampton

A. Well, you're not playing Sonic game, I'm afraid. I've been playing it again to relive those fond memories!

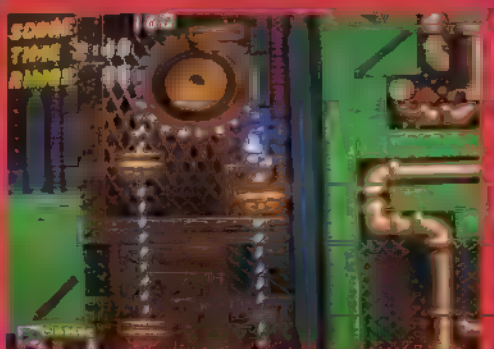
The Emerald in the Jungle Zone can be found as follows: go right until you come to a moving log across a waterfall; jump onto the log, then fall down. When you're almost reached the bottom, go left onto a small green platform. Fall from this onto a rotating log in the river, and keep the D-pad pressed left and you won't fall off. You'll eventually come to the emerald.

The emerald in the Scrap Brain Zone is slightly more difficult. It is on the 11th floor. Go down until you see a gap; jump across, get into the teleporter, head left, drop off a slope and go right; stand on a button to close the floor behind you, drop through the next room to the floor, walk right (a long teleporter) and when you reappear you'll see the emerald.

The secret to the emerald in the Sky Base Zone, starting at Act 3, isn't how many hoverboards and landing right across more hoverboards.

until you reach a blue ship. Jump left onto a hoverboard and left again onto a platform to pick up the emerald.

If you want to know where the emeralds are for Sonic 2, then check our STC 37 for all the info you require.



WONDER BOY

NEW

in
GHOST WORLD
part 1

AFTER DEFEATING GRIMOMEN, THE DEMON LORD IN DEMON WORLD*, SHION THE WONDER BOY TRAVELS TO THE SKYROCK MOUNTAINS WHEN HE HEARS THEY ARE HAVING TROUBLE WITH STRANGE GHOSTS. AS HE NEARS THE SKYROCK MOUNTAINS HE'S ATTACKED

BLAZES!
GIANT GHOSTLY
FLYING
LIZARDS?

*SEE STC NO'S 2-9 - MEGADROID

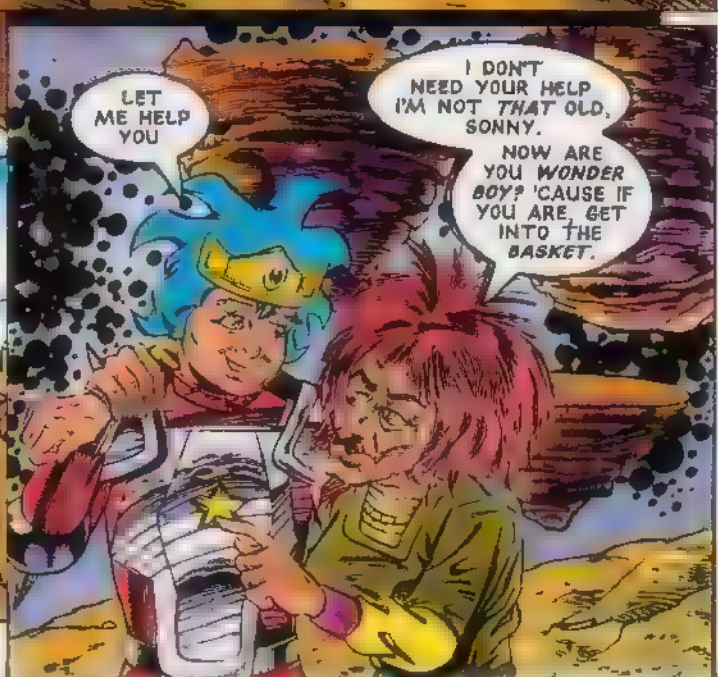
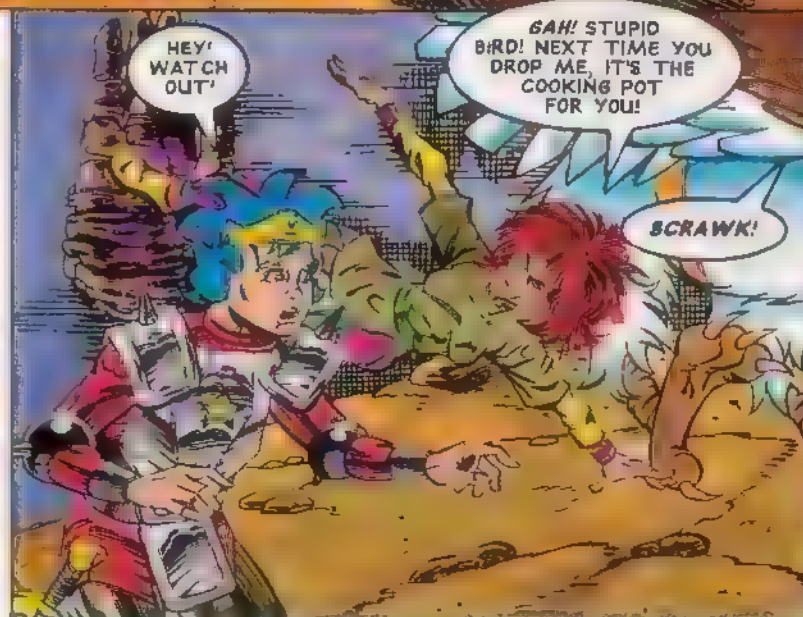
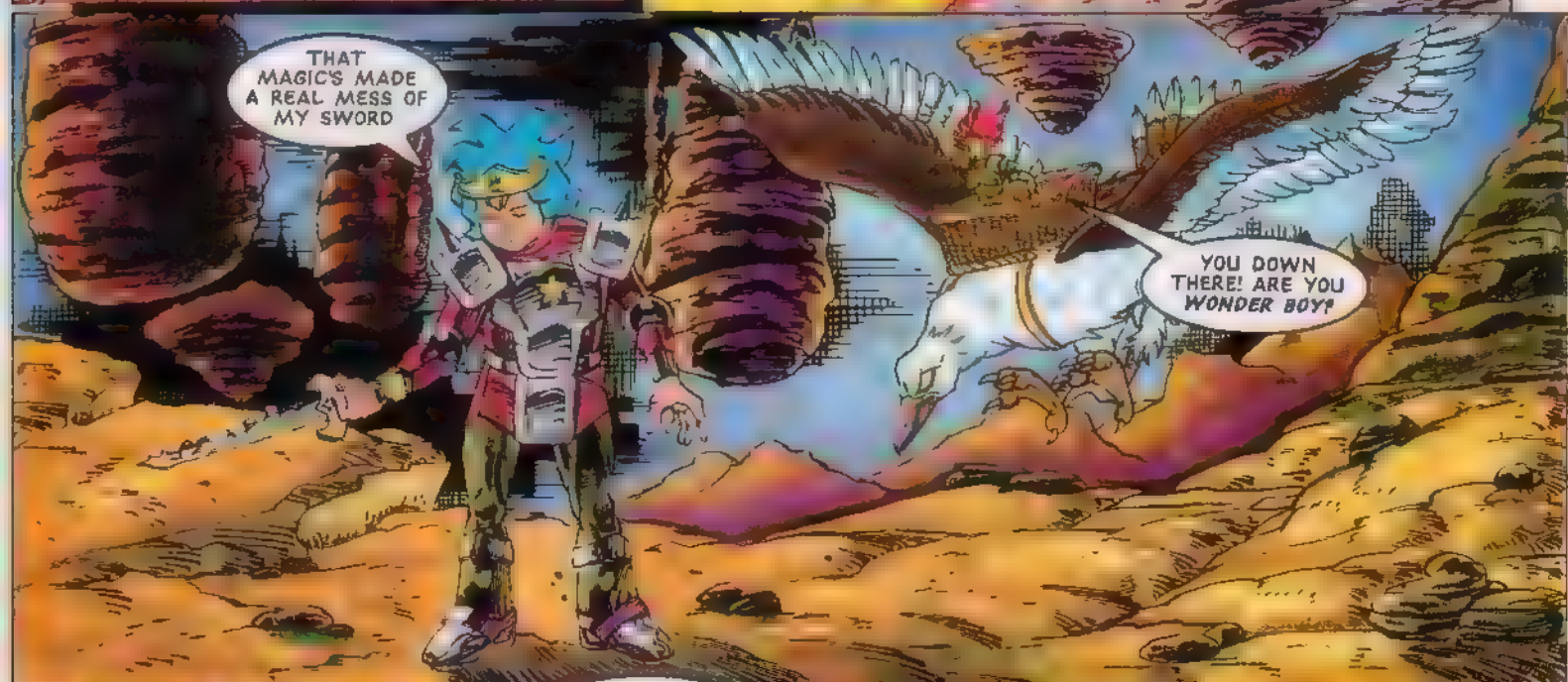
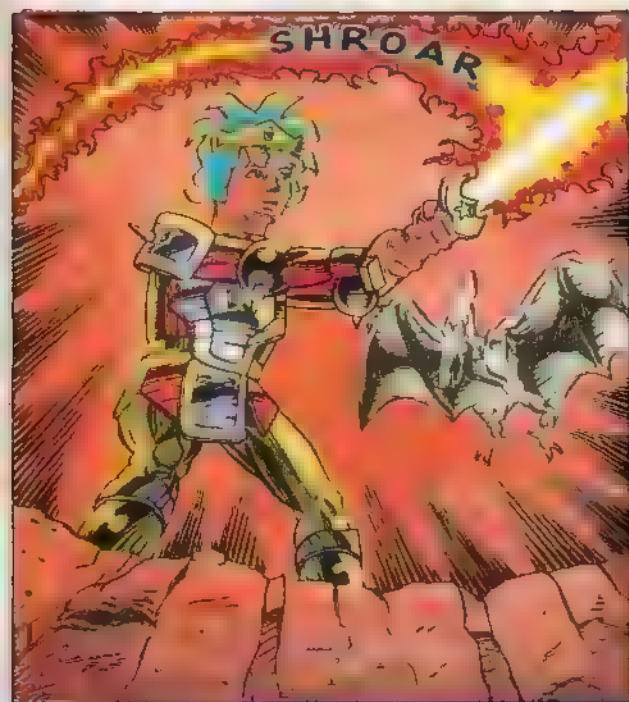
THERE'S
TOO MANY OF
THEM

YUK!
WHAT ARE
THEY MADE
OF?

MY
SHIELD!

HOPE
I'VE GOT
ENOUGH MAGIC
LEFT

LET
MAGIC APPEAR
AND SPELL ME A
FIRE SWORD





THE
NAME'S
SHION!

WHO
ARE YOU, OLD
WOMAN?

CALL ME OLD
WOMAN AGAIN AND I'LL
FILL YOU IN, SONNY. I'M LUKOUT
AND I'M A COSMOLOGIST, SO
DON'T MESS WITH ME.
STAR GAZERS ARE A
TOUGH BREED!

HEARD
YOU WERE
HEADING THIS
WAY. I'VE BEEN
WAITING FOR
YOU. HURRY
UP AND
GET IN.

SPECTACULAR,
ISN'T IT? BEHIND US MONSTER
WORLD FLOATS LIKE A GIANT PLATE IN
THE VOID. IN FRONT OF US ARE THE FLOATING
SKYROCK MOUNTAINS WHICH WERE BROKEN
FROM THE RIM OF MONSTER
WORLD BY AN ANCIENT
CATASTROPHE.

VERY COSMIC,
LUKOUT. THANKS
FOR THE LESSON, BUT
ARE YOU SURE THIS
BASKET'S SAFE?



BY THE
WAY, ARE THERE
ANY MORE OF THOSE
JELLIFIED GHOSTS
AROUND?



THAT'S
NOT JELLY,
THAT'S ECTOPLASM.
IT'S WHAT GHOSTS
ARE MADE
OF.

THERE ARE
LOADS OF GHOSTS
AROUND. IF THERE WEREN'T
WE WOULDN'T NEED YOUR
HELP, WOULD WE?

"DINOSAUR GHOSTS HAVE BEEN RAMPAGING ALL
OVER OUR SKYROCK MOUNTAINS FOR SOME TIME.



"APART FROM US COSMOLOGISTS,
THERE ARE ONLY PHILOSOPHERS
AND POETS LIVING HERE AND
THEY'D RATHER NOT FIGHT."

IT'S
LUCKY US
COSMOLOGISTS
HAD THE GOOD
SENSE TO
SEND FOR
HELP.

GUESS I'D
BETTER SHOW YOU
WHERE THE DINOSAUR
GHOSTS ARE COMING
FROM.

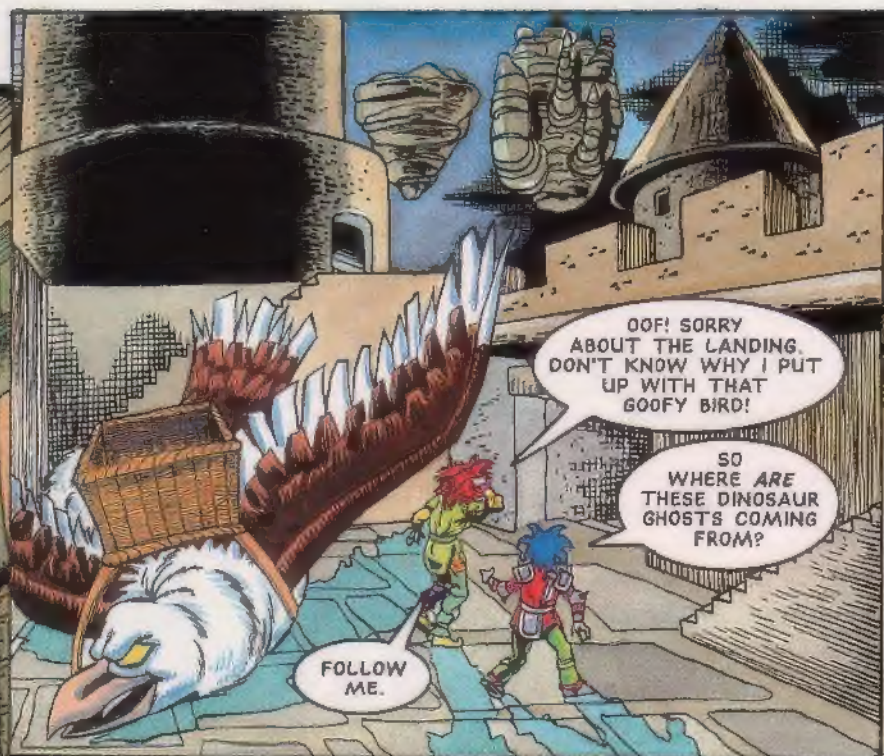




THAT'S
THE LIGHT
TOWER, MY
HOME.

WHAT'S
THAT BEAM OF
COLOURED LIGHT
FOR?

IT STOPS
TRAVELLERS FROM
THE VOID CRASHING
INTO THE SKYROCK
MOUNTAINS.



OOF! SORRY
ABOUT THE LANDING.
DON'T KNOW WHY I PUT
UP WITH THAT
GOOFY BIRD!

SO
WHERE ARE
THESE DINOSAUR
GHOSTS COMING
FROM?

FOLLOW
ME.



THIS
WAY. DON'T
DAWDLE,
SHION.

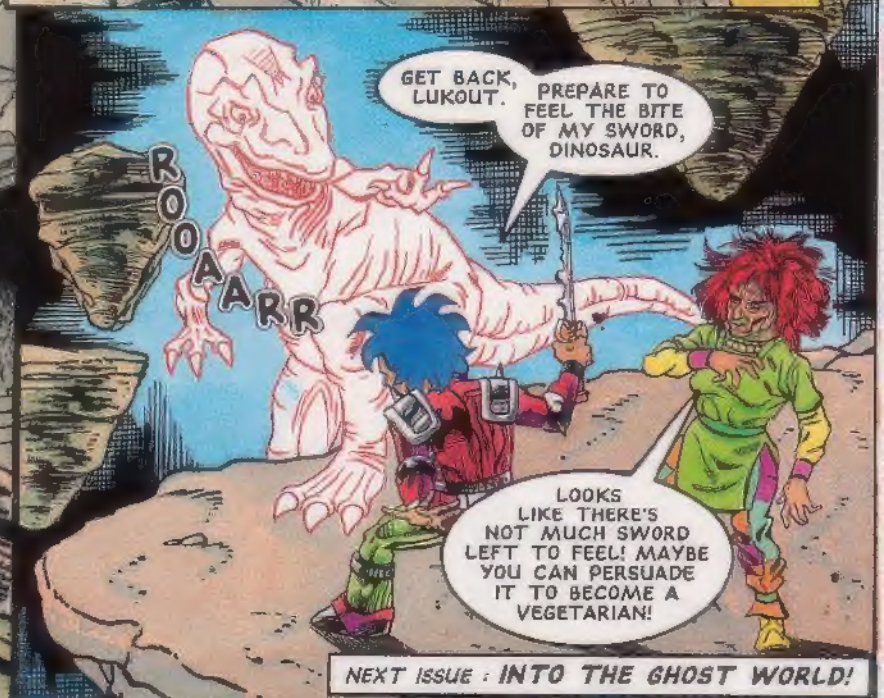
WHAT
HAVE I GOT
MYSELF
INTO?



MOMENTS LATER, ON A LEDGE
BELOW THE MOUNTAIN.

SEE
THOSE STEPS?
THAT'S WHERE
THEY'RE COMING
FROM!

HEY!
THERE'S
ONE BEHIND
US!



GET BACK,
LUKOUT.

PREPARE TO
FEEL THE BITE
OF MY SWORD,
DINOSAUR.

LOOKS
LIKE THERE'S
NOT MUCH SWORD
LEFT TO FEEL! MAYBE
YOU CAN PERSUADE
IT TO BECOME A
VEGETARIAN!

NEXT ISSUE : INTO THE GHOST WORLD!

SPEEDLINES



Dash off a letter, draw a quick sketch. In short, sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 26/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize!

Megadroid regrets that drawings cannot be returned or correspondence copied into.



If You Ever Go Across...

Dear STC,

I have heard of the Sega buses travelling around the British Isles but I haven't heard of any in Northern Ireland. Do Sega plan to bring their buses over here because there are lots of Sega owners who would like to see the? If there are already arrangements for this, could you tell me where and when they will be coming over?

Carl Wright, Co. Tyrone, N. Ireland.

MD owner.

Sonic Water Fun Game Winner.



Unfortunately, Carl, as this issue was going to press the Sega bus programme for 1994 hadn't been finalised. However, STC will bring you details as soon as possible.

A SERIOUS SONIC FAN

Louise Cooper,
London Colney
Herts.
Sonic Water
Fun Game
Winner.



Sonic 3 for MS/GG?

Dear STC,

Can you tell me when Sonic the Hedgehog 3 is coming out for the Master System?

David Walton, Colwyn Bay, Clwyd.

MD & MS owner.

Sonic Water Fun Game Winner.



Our pals at Sega aren't saying anything about Sonic's next appearances - 8-bit or 16-bit, David. However, they did hint that Sonic fans would have something to smile about later this year.

Info Seeker

Dear STC,

I would like to suggest a few ideas for the future:-

1. When will it be possible to order back issues of STC?

2. Cards were previewed back in issue 3 - could you offer these for free gifts?

3. Why don't you print cheats and profiles on one page side and a poster on the other.

4. Why not put more than 36 pages in each issue?

Chris Candler, Allesley Park, Coventry.

Sonic Water Fun Game Winner.



1. You can order back issues of STC from the very next issue, Chris. Aren't you excited?

2. The Sega cards in STC 3 were not produced by us. However, watch out for your free Internal Champions stickers also in the next issue they're from the same company that made the cards.

If it's posters you want check out Sonic The Comic Poster Mag, issue 3 now on sale.

Good idea, I'll just suggest it to the homes-who-think-they're in charge. What? No, it wasn't my fault! Wait - what are you doing with that spanner? Hey, homes, I know how busy you are already, so...stop!

Wonder-ing

Dear STC,

When is Wonder Boy returning to STC?

Please let me know because I am looking forward to the next story.

Aaron Turner, Ferryhill, Co. Durham.

MD owner.

Sonic Water Fun Game Winner.



Wonder Boy? Coming back? No, I don't think so - wait, what's that new story at the back of this issue?



THE HILL ZONE GANG

Keith Webb, Slough Lane, Leicester.

MD, GG, MS owner.

Sonic Water Fun Game Winner.

Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous Tomy Sonic The Hedgehog Water Fun Games can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's well!

The Sonic Water Fun Game is just part of a range of magnificent Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 872267.



NEXT ISSUE!

YET ANOTHER

FREE GIFT!

STICK IT TO THE CHAMPIONS WITH

ETERNAL CHAMPIONS STICKERS



A free starter set of Panini's new Eternal Champions sticker collection
plus a chance to win complete sets and albums

PLUS!

SONIC

TAKES ON THE PIRATES OF THE MYSTIC CAVE!

ETERNAL CHAMPIONS

BATTLE IN THE PRESENT AND THE FUTURE!

AND!

SHINOBI

WONDER BOY

CELEBRATE EASTER WITH DOCTOR ROBOTNIK IN

SONIC THE COMIC 23

ON SALE SATURDAY 2nd APRIL £1.10

DATA STRIP

Fill in & send to:
Sonic The Comic,
25/31 Tavistock Place,
London WC1H 9SU

WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

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GAME INTO STRIP

What SEGA game would you like to see
as a STC strip in the future?

I THINK.....

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MEGA HITS THIS ISSUE!

List your three favourite stories
in this issue in order of
preference

1.....

2.....

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